Warfighter 101 Rules Errata

Presentation

The corrections and additions to the rules are presented in the order in which the rules were originally presented. These are official rules changes. Where contradictions exist with the original set, these rules take precedence.

The Concepts

(6) Unit Facing

Units that are stunned may change facing during the turn in which they are stunned. That move costs one movement point per hex facing. If a unit is stunned and wants to reorient toward the firing unit, he may only change his facing a number of hex sides equal to the number of movement points he possesses.

The Turn Sequence

One Complete Turn

1~ Player A moves; Player B moves.

1.5 ~ Players designate firing units and targets. This may be done in several ways. Players may use ZOC counters to designate firing, or simply make notes on a notepad. If the players prefer, targetting can be done as a write-and-reveal where each player notes his/ her targets in writing and then both players show their lists simultaneously. We only recommend this option in (a) tournament play, or (b) cut-throat company.

2~ Player A fires; Player B fires.

3~ Both players conduct Cleanup simultaneously.

Movement

Aviation Units

We didn't even think to mention this in the rules, but aviation units only pay one movement point/hex, regardless of the terrain. Terrain that would block LOS still blocks LOS to and from aviation units, since they fly low to the ground for survivability.

Additionally, aviation units pay one movement point when they take off from the ground (such as after fueling).

Combat

Firing Dice/Hit Dice *(we couldn't decide, so both terms are interchangeable)*

We decided: It's now officially "firing dice."

Direct Fire

When multiple direct fire systems attack from the same hex, they *do not* combine their firing dice, regardless of their target. If multiple units fire at the same target from different hexes, they still do not combine their firing dice.

Infantry/Dismounted Attacks

When multiple dismounted units attack into an adjacent hex, their firing dice are handled as follows:

1. If the dismounts are attacking from the same hex, *into* the same hex, then their firing dice are combined.

If all three dismount platoons of Rampage attack in the hex with Highlander 12, they roll 3 dice and count the number of hits as one attack, instead of three separate attacks.

2. If the dismounts are attacking from the same hex, but at different targets, they do *not* combine their rolls.

3. If the dismounts are attacking the *same* target, but from *different* hexes, they do not combine their rolls.

Indirect Fire/Fire Support

Unless otherwise specified by the scenario rules, any friendly unit with a line of sight to an enemy target may call for indirect fire (mortars/artillery). Mortars and artillery may only fire once each turn, unless otherwise specified by the scenario.

When indirect fire units attack into an adjacent hex, they use their secondary firepower. In the original rules, these attacks were supposed to be reckoned on the *direct fire* line of the hit table. However, if a dismounted mortar unit (such as Angel 46) attacks into an adjacent hex, that unit uses the *infantry* line on the table. In the *Warfighter 101: Movement to Contact* set, the only dismounted mortar units are Archer 46 and Angel Mike. In the future, we will make the icons more clear as to whether they are mounted or dismounted.

The Hit Table

We screwed up on the hit table. On the *direct fire* line, at +4, the result was originally printed as a "flip" only. It should be a "flip-stun" like the +3 result.

Hit Tables	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
Mounted	X	S	S	S	F	F	F	F/S	F/S	K
Infantry	X	X	X	S	S	R	R	R/S	R/S	F
Indirect Fire	X	S	S	F	F	F	F/S	F/S	K	K

Results: S=Stun; R=Retreat one space; F=Flip; K=Kill   If results are combined, then both results apply (i.e. Stun *and* Flip)